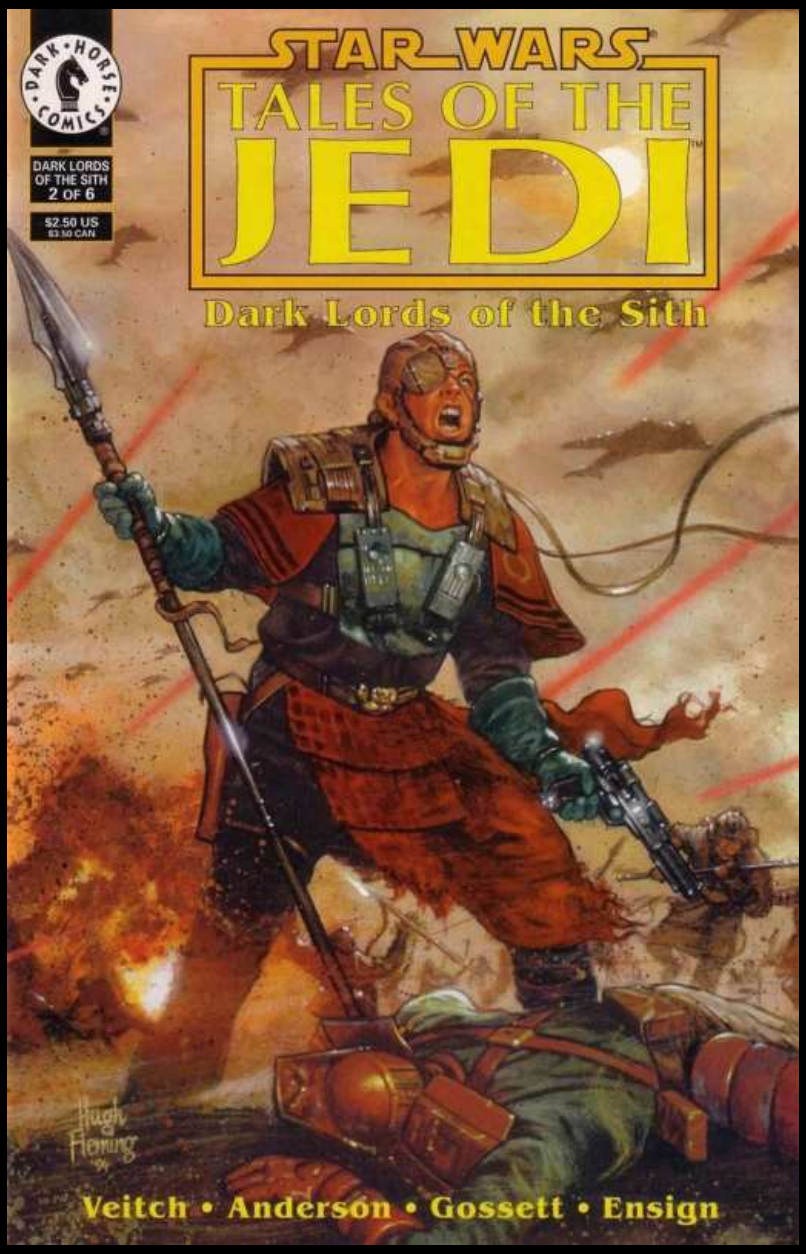


STAR WARS: TALES OF THE JEDI JUMPCHAIN (BY BRAMASTRA)

Welcome Jumper, to the Star Wars universe. However this may not be the Universe you know, instead you are placed several millennia before the loveable story starring Luke Skywalker, Han Solo, and Death Stars. Instead you find yourself in an era where the Republic that is in near constant conflict with the ancient Sith Empire, and Charismatic Dark Lords of the Sith start conflicts that last decades with aftershocks felt millenia afterwards. Depending on what time period you choose, you could be right in the middle of a war already, or just preparing for one. Just to be sure you can survive, here's a gift:

+1000CP

TIME PERIOD:

Golden Age of the Sith Empire/Fall of the Sith Empire

At around 5000 BBY the ancient Sith Empire, created by a splinter in the Jedi Order has enjoyed generations of decadence and luster. With the death of the Sith Lord Marka Ragnos two Sith Lords: Ludo Kressh and Naga Sadow fight for his throne and the right to be called Dark Lord of the sith. However before their duel can continue, two indebted Hyperspace Navigator's: Gav and Jori, on a recent, desperate expedition come across the Sith Empire and warn the Republic, sparking the first war against the Sith. You enter at whatever location you choose several weeks before Gav and Jori make the fated Hyperspace Jump.

Ulic Qel-Droma and the Beast Wars of Onderon

A thousand years after Naga Sadow's attack on the Republic, three Jedi are sent to the world of Onderon to settle its ongoing Beast Wars, One of them being Ulic Qel-Droma, future Dark Lord of the Sith, and his brother Cay Qel-Droma. When they finally reach the planet they find out that a secret Dark Side cult has taken root and it is up to them to burn the roots.You once again enter at the location of your choice a few weeks before the three Jedi embark.

Dark Lords of the Sith/The Sith War

Ulic Qel-Droma, and Exar Kun(a former Jedi) have joined hands to declare a new Sith Empire, as well as start a crusade against the Republic. With the help of the Mandalorians, as well as the sorceries of Aleema Keto, the Sith provide a devastating force against the Republic almost sweeping through victory after victory. It is only after the death of Ulic's brother that the war turns in the favor of the Republic. You arrive several weeks before the spirit of Marka Ragnos declares both Ulic and Exar as his successors in the location you chose.

LOCATION

You may choose any planet visited during the Tales series, of this including: Cinnabar, Coruscant, Korriban, Ziost, Onderon, and Yavin IV, or pay 50CP for any planet found in the Star Wars Universe, within reason

ORIGINS:

JEDI

The Noble Jedi, Servants of the Light Side of the Force, otherwise known as the constant punching bags for the Sith before they inevitably lose. While you may or may not wish to distance yourself from that image, you'll probably not have an easy time of it seeing just how many wars against the Sith are up ahead. You start as a Jedi Knight, having been raised within the order for most of your life. Be careful not to pull an Exar Kun… Or a Freedon Nadd… Or an Ulic Qel-Droma… Or a- You know what, you get the point.

SITH

The Mighty Sith, warriors of the Dark Side, as well as perpetual losers of every war they initiate. While that statement is sadly true, you may be the one to change this morbid destiny of the Sith. You will enter this world as a Sith of middling rank, either as a student of a more powerful Sith Lord, or depending on your time period, simply a fallen Jedi that has embraced the Sith teachings. That being said, you are still granted enough knowledge of the force to start your own Dark Side Cult, and rule over it.

UNAFFILIATED

The affairs of the Jedi and Sith, wars on a grand scale, tales of betrayal and friendship? You don't want in on any of that, in fact you don't even know how you got here. One day you're enjoying life, the next you wake up to find yourself with a couple of credits and a name you don't remember having before. Since then you've moved on with life and made a living for yourself, and you'll be damned if it gets taken away from you. If you wish you may start with force sensitivity, but it's not mandatory.

RACES

You may pick your age and Gender

Human (Free)

The Bog standard Human, no surprises here honestly.

Twi'lek (Free)

A humanoid race with strange tails on their head called Lekku, these are very sensitive and hold parts of their brain. It's also good to keep in mind that many races value Twi'leks as slaves.

Zabrak (Free):

Not many Zabrak hold a grand place in the story of Tales of the Jedi, however the Zabrak are a hardy and hardworking race, capable of surviving wounds that would kill humans, and born with an inhuman dedication, or at least that's what some say.

Sith (Free)

As scions of Ajunta Pall's Dark Jedi, and the primitive Sith on Korriban, the Sith now enjoy a period of unparallelled supremacy (or varying stages of downfall depending on where you might find yourself). Regardless, you're one of the "pure blooded" Sith, a humanoid race with fleshy tentacle like protrusions on their face and red or dark orange skin. With this option, since you're one of the "purebloods", you gain much prestige from those in the Sith Empire, but not a lot of love in the Republic depending on what time period you find yourself in.

Humanoid (Free)

There are a multitude of humanoid races within the Star Wars Universe. You may choose any humanoid race within reason (No, you may not be one of the Yuuzhan Vong)

Celegian (+200)

A non humanoid species that are pretty much flying brains in a tank used to preserve their environment. If you ever leave this tank you'll die pretty quickly, try to avoid it.

GENERAL PERKS

Force Sensitivity (Free all Origins/-200)

The Force is the energy force that binds all living creatures in the Galaxy. Not everyone is able to manipulate it like the Jedi or the Sith(mostly because they lack the proper sensitivity). You however have the Force Sensitivity to fully feel and manipulate this energy force, granting you abilities like Telepathy, Telekinesis, and more exotic powers depending on the amount of training you go through. Your potential in the force is equal to Gav and Jori, unless you choose to pay 200 CP, in which case it's elevated to matching the heights of Exar Kun.

Beast Master(-200)

Star Wars is known for its many animals and fauna, womp rats, Rancors, Bantha. You are a friend to all of these animals and more. Whether through the Force, specific training, or both, you now know how to handle beasts and other simpleminded creatures and tame them. You have the knowledge of how to use the Force to do so, as well as mundane knowledge on how to tame beasts. For the latter however, new creatures you haven't encountered will require some research into their habits before you can form a training plan to tame them. You even know how to train sentient species, and over time reduce them to an animal like level of intelligence, though it takes one that has some sort of exceptional physical abilities.

Droid Design(-200)

Droids are an important part of the Star Wars universe, it's safe to say that without them, nothing would really work the same. Thus, you've taken the initiative and instead learned how they work. This only starts small though, you have both the technical and theoretical knowledge to design simple protocol, astromech, or security Droids. In a few years after getting some experience, you can easily move on to something on the level of a Krath War Droid. After some more years and experience, even recreating Basilisks would seem like a simple challenge to overcome.

Lord Master(-400)

Instead of simply starting off as a Jedi Knight or a random Sith Lord, you are instead one of the Masters. With your mastery of lightsaber combat and the Force you could easily throw down with some of the greatest, including Naga Sadow and others at his level. This still isn't your full potential, but simply the base knowledge, and power to be at that level. Whatever Force potential you once had now automatically puts you on par with Exar Kun. That being said, Sith like Marka Ragnos, Tenebrae, and a fully realized Exar Kun could still defeat you if you don't search for ways to increase your mastery of the Force.

ORIGIN PERKS

All perks are discounted to their origin, and 100CP options are free

JEDI

Prophetic Vision Lite (-100)

One of the greatest abilities given by the force is precognition. It is what allows Jedi to deflect bolts of plasma, and move at superhuman speeds. Without it, a Jedi is far less than they would otherwise be. You however have an… amplified level of this ability. You're able to gain visions of the future much more frequently than your fellow Jedi, and while they may not be too clear, if you take the time to ponder them you could be able to discern their true meaning. That being said, be careful not to take too long because it could mean being too late to properly affect a change.

Having Your Cake and Eating It Too. (-200)

Wouldn't it suck to enter the world of Star Wars just to find yourself falling to the Dark Side of the Force? With this perk no matter what you use to fuel your Force abilities, you'll never face Dark Side Corruption. Even using full on Dark Side abilities won't affect you at all. You may have to answer a couple of the Order's questions however.

Last Stand (-300)

Sometimes, you'll find yourself in a truly hopeless situation, a situation where you're pretty much fated to lose. With this however, you find that any time you enter such a situation, whether in a war, in political intrigue, or just in a straight up duel, all your skills will be just effective enough to allow you to eke out a win, if not at least make the victory for your opponent an empty one. Be warned however, some situations are just completely unwinnable and attempting them might mean that you'll still take a chunk out of your opponent, but in a way that doesn't hurt them much.

Wisdom of the Ages (-600)

Even from a young age you've been praised for your wisdom. Whether by your Jedi Master, the Knights in the temple, or even random strangers. They can all agree you have a sort of quality that makes your insights much greater than others. You'll easily be able to look through the plans of your enemies, provide wisdom that could help one truly in need, or even redeem those who would seem unredeemable. You could easily see through personality traits with just a conversation or two, and if you want, make a person go into deep introspection about their character. One could say you're the best example of what Jedi wisdom should be.

SITH

Uncontested Might (-100)

As a Sith, many of your fellows believe in nothing but the power of Might. As stupid as that may be, it doesn't change the reality of their view. That being said, it's probably a good thing that whenever you wish for things to be done, as long as you're stronger than those around you, or even have greater strength of will, you'll find them working at their best. As long as you remain more powerful, all questions of legitimacy will simply be swept under the rug, and no foolish challengers will trouble you much. Even those on the same level as you, or a bit stronger than you will be hesitant to challenge you. That is of course unless you do something that really pisses them off.

Driven (-200)

It takes a lot to be a Lord of the Sith, and while you may not be there yet in power, you have the mentality that raised them all to that rank. Namely, you're incredibly driven towards your goals. You won't have to worry about procrastinating when it comes to something important, nor will you have to worry about overworking yourself in obsession towards it. You have a perfect understanding of just how much work is needed to achieve a goal, and unlike the other Sith Lords, enough common sense to objectively see through your own flaws and how it might affect your goals.

Reality Ensues (-300)

You'll notice that a common problem with the Sith is not that they didn't prepare enough, or that they didn't have enough power, forces, or smarts. Rather, all their failures are a cause of extremely insane bouts of luck, changes of heart, or just plain unfairness. Not for you however, when you have the necessary forces, planning, and tactics to take down an enemy your allies will never find themselves with a change of heart right before the end, and neither freak accidents nor random variables will ever be enough to completely render your plans, and victory, obsolete.

Unending Legacy (-600)

Another noticeable part of the Sith is the legacy they leave behind. It's so impressive, that one Sith Lord can spawn three successive Empires through his successors; start a cult that influences events on a galactic scale thousands of years later, have his name spread throughout the Galaxy despite never having stepped foot into it, and spawn a Disciple that holds the title of Strongest Sith Lord. With this perk you have a similar ability to create legacies that last thousands of years. As long as you do something impressive enough, your successors will inevitably continue your will in a way that doesn't betray what you would want, and grow greater and greater as time goes on. At the head of it all your name will be the one that's spoken in regards to their deeds.

UNAFFILIATED

Understanding (-100)

In the story of Tales of the Jedi, it is not only luck that leads to the downfall of others, but sometimes even small misunderstandings. However you don't really need to worry about such a thing. No matter who you speak with you always use the correct word choice when explaining the situation, and whenever you do, you'll find that the person you're speaking to won't interrupt you before you get to the important stuff.

Unaffiliated (-200)

While yes you are unaffiliated, and yes you don't want any part of the conflicts that take place here, you'll find that it becomes annoying to explain such a thing to the people around you. Thus there's no longer any need to do so. As long as you truly don't mean any harm, you won't have to explain to a soldier what you're doing on their base. Hell you could be walking in the middle of a battlefield and people would know not to shoot at you since you're neutral. That being said stray shots could be a problem.

Unscathed (-300)

While you may not be personally affected by what goes on in a conflict, your interests are not. You could be walking around a marketplace to buy a useful component when suddenly the whole place turns into a warzone. Yet for some reason you've never really ran into this problem. Once again, as long as you stay unaffiliated, conflicts will simply fail to affect your own personal ventures.

Uninvolved (-600)

While being neutral is fine, there still comes paranoia that you're not quite as neutral as you present yourself, some may even decide to preemptively attack and deal with your growing threat. After all the guy with the massive economic monopoly on the Galaxy shouldn't just be left unchecked right? Well with this that's a no. People won't even consider you're a threat as long as you decide to stay neutral, and even if you're friendly to one side it won't be a problem, as long as you're fine with helping both sides.

ITEMS

All items return to the warehouse if stolen, lost, or destroyed. You may import an item into these roles unless stated otherwise, or it goes against common sense.

GENERAL

Lightsaber(-50)(Free Jedi/Sith)

A laser sword, and the staple of the entire Star Wars series, this right here is a lightsaber. One customized exactly how you like within reason of the technology of your starting period. If you buy it without being a Jedi or Sith you may find that you'll need a bit of practice. You can import any melee weapon into this role.

Unorthodox Lightsaber(-100)

Whether it's a double bladed lightsaber that only has the hilt length of a single blade, a light-whip, or a blade that can split in two, you're now in possession of a unique Lightsaber of your design. In addition to its unique design it also has many other features such as working underwater, or having artificial weight. You can also choose a Sith Sword.

Krath War Droid Schematics(-100)

In your possession are the schematics for a specific type of War Droid to be used during the war against Exar Kun. These droids are incredibly fast, strong, and durable to boot. Their functions however are quite simple, and they come armed with a melee durasteel blade, and a pulse wave bow that can be used for both long range and short range encounters. They're quite easy to build and can be mass produced as long as you have the facilities for it.

Freighter(-100)

A light freighter with several tons of cargo space, and crew quarters enough to hold 9 people. It has weapons to defend itself, but don't expect it to hit the hardest. Comes installed with a 2.5 class Hyperdrive, and coordinates for all the major worlds in your time period as well as enough food stores to feed anyone on board no matter the diet, or amount consumed. In future worlds you can bring it out or store it at will, and all modifications become a part of it.

Capital Ship(-200)

Instead of a Freighter you instead have a capital ship capable of fighting in any major conflict in your era. It's one of the best in the matters of war, and is equipped with a 2.0 class Hyperdrive. It comes with a crew of any race of your choice(within reason) capable of fully working and fighting with the ship. There are enough food stores to feed everyone, and comes with a garrison of five hundred ground troops. Can be brought out and stored at will.

Credits(-50)(Free Unaffiliated)

Fat stacks of credits totalling up to 50,000. You could probably buy a small ship with this, or live comfortably for a long while. Can be bought multiple times

JEDI

Jedi Robes(-100)

A set of Robes that mark you as a Jedi, they're incredibly comfortable, and when worn help with agility.

Jedi Holocron(-200)

An old Jedi Holocron belonging to a past prominent Jedi. Depending on what time period you pick you may get some very interesting choices for a master. That being said, the Jedi inside the Holocron will instruct you in many Force abilities such as Battle Meditation, and even the ability to cut someone off from the Force. It might take a bit of training to get to something that complicated however. In future Jumps this can be used to teach others in the ways of the Force regardless of Force Sensitivity.

Meditation Chamber(-400)

This is a chamber that when used allows your force abilities to increase to incredible ranges. A Jedi Knight might be able to project their illusions over an entire city, and a Jedi Master may be able to do the same to an entire Solar system. Things such as telepathic communication may even be performed on a Galactic scale, though you'll need a lot of concentration for it. After this Jump it can either become a Warehouse attachment, or a random property in the world. You gain a small cube that when set down on a building/ship will expand into the meditation sphere.

SITH

Sith Attire(-100)

The attire of a Sith Lord. It can range from the robes of an Emperor to terrifying battle armor, either way it projects an aura of fear and majesty.

Sith Holocron of Rituals(-200)

This is a Holocron of a famous Sith Lord from the past, be it Marka Ragnos, Ajunta Pall, or any other. Either way, they will teach you some of the greatest Sith Sorceries in their arsenal, some that may even allow you to sever yourself from Life or death, or some other insane feat. However you have to fight for the respect of the Sith in the Holocron. Disappointing them may mean they will refuse to teach you until you do something impressive. Take care not to do something that will bring their ire. It may also be used to forcibly imbue another with Force Sensitivity after this Jump.

Exar Kun's Amulet(-400)

This amulet is the same that Freedon Nadd once held, except unlike that one which has a twin, this one is somehow the complete pair in one form. With this amulet your Sith Sorceries are several times stronger than they would normally be, and if used with a certain ritual may even allow you to execute a ritual to gain immortality. That is not all either, within the amulet several dozen Sith Lords of your choice lie, and you may use them to gain more knowledge of the Dark Side of the Force.

UNAFFILIATED

Blaster(-100)

A good old hand held blaster, the best of its era too. Comes with infinite ammunition. Can also be any other type of gun that's widely used in your time period.

Basilisk War Droid Schematics(-200)

Originally made by the Basiliskan Race from the planet Basilisk, these semi sentient War droids are possibly the greatest in the Galaxy. These droids are operated with a single rider from their backs, and can even allow their rider to survive atmospheric reentry, and operate as star fighters both in an atmosphere and in a Vacuum. With this purchase you gain both the schematics, and a single War Droid.

Cartel(-400)

Well, it seems as if you were a bit busy after you first came here, here you have a Cartel of your own. While it's not the Hutt Cartel, it still has a good amount of influence around the Republic. Given time it could easily come to rival the Hutts. In future Jumps this Cartel follows you already set up in each world, and will contact you anonymously to bring you back into power. Whatever is in its inventory does so too.

COMPANIONS

Import(-50/200)

You may import a single companion from a past Jump for 50 CP, and 8 for 200 CP. These Companions may also be created wholesale. Each of them Gains 800 CP and one free Origin and free Species.

Canon Companion(-200)

Well then, aren't you the popular guy? You may pick any major canon character in whatever time period you chose to follow you in your future Adventures.

DRAWBACKS

Tales of the Jedi(+0)

It would be a shame if you had to leave before the full Tales of the Jedi could be concluded, with this no matter your starting point you will continue until the death of Ulic Qel-Droma and the conclusion of the series...

Knights of the Old Republic(+0)(Requires Tales of the Jedi)

... Or you could stay until the end of the Mandalorian Wars in 3960 BBY

Poor(+100)

You seem to have a serious problem when it comes to your finances, money just seems to flow right out of your pockets and into other things. You'll find yourself broke more often than not, and saving large sums is near impossible.

Political Entanglement(+100)

Whatever you did in your starting location, it seems as if its entangled you into a particularly volatile political situation. If you're not careful, it could easily lead to your imprisonment, or death, and the whole thing may escalate to a much larger level if you're not careful

Bounty(+100)

Seems as if you have a modest bounty on your head. Not enough to make people go crazy, but enough that evading Bounty Hunters is something you have to take into account when you make your appearances. Whoever set up the bounty has your full in-universe appearance as long as some minor personality traits they gave out as free information. No, you can't attack this person directly, or even find them. Eventually, after several years, they'll give up, but not before the Bounty escalates to something some of the big names might catch wind of.

Indebted(+100)

You may have borrowed money in the past from a Hutt crime lord, and because of this you're now indebted to certain people, you owe them a total of 3 million credits, and unless you pay up, they'll continue to try and hunt you.

De-limbed(+200)

Did you get into a Lightsaber battle in the past? Because it seems you're missing a limb. Any attempts at regenerating it seem to fail, but mechanical implants from this universe will work. Though even those will be clunky and unrefined due to the time period.

Great Corrupter(+200)(Can't be taken with Great Redeemer)

Something about seeing other Force Sensitives use the light side of the Force makes you want to stamp it out. While yes, most of the time you keep the urge down, certain people simply intrigue you enough that you really want to see them fall, see them lose all the values they once held. You'll use any tactics you see fit, but for some reason, people are always more resilient than they

should, and every time you choose to corrupt someone, it takes a decent amount of effort no matter your own skills and how close they were to falling anyway.

Great Redeemer(+200)(Can't be taken by Great Corrupter)

Something about seeing others flounder in the Dark really calls out to you. You'll find that your sympathy for others who have fallen to the Dark Side is a nagging constant. While most of the time, you can help yourself, some times, when you've gotten to know someone just a bit too well, or see a bit of yourself in them, you try to bring them from their path. Your success varies, but it always takes a good amount more effort than your skills imply.

Angsty(+200)

Did something bad happen in the past? Because you're always brooding and dark. Your personality is abrasive because of this and making friends is near impossible. While it's possible for someone to help you get out of this, doing it on your own might take years. Your companions cannot be that someone, though they'll generally be able to tolerate your newfound phase of emo.

Sibling Rivalry(+300)

Several people in Tales of the Jedi find themselves in conflict with their siblings, Gav, and Jori, and the Qel-Droma brothers are just two examples. Now you too join their example, and have a sibling of yours with whom you're destined to come into conflict with. Their Force potential is equal to yours, and you cannot kill them for at least the first five years of your journey. After that, events will come into place that drive both of you apart and bring you towards a final battle. If you lose, your chain ends.

Hyperspace Woes(+300)

You seem to have a bit of rotten luck when it comes to Hyperspace. Once every few months whenever you enter Hyperspace, your ship will randomly find itself in a new uncharted location. While most of the time, this isn't too bad, at least once a year, you'll end up crashing on some planet and being forced to participate in events. This doesn't usually have to be dangerous, but it will take away a good chunk of your time.

Well Intentioned(+300)

The road to Hell is paved with good intentions. Nowhere is this more true than with you. You're easily prone to taking the easiest/the most evil route to achieve your goals. You'd rather kill people than take the time to talk things out. Atrocities always seem like the best way to fix any of your problems. While for the most evil person this may seem like free points, people like that end up getting the reverse. They will always take the hardest, least violent way to deal with a situation to the point of stupidity.

Arrogance(+300)

You're arrogant, and I'm not just talking about the regular kind, I'm talking about stupid arrogance. You're the kind of guy to let an enemy make the first move simply because you believe they're too weak to even defeat you. If you think that's infuriating, you'll be constantly

doing things like that as well as being an insufferable dick. While this doesn't mean you'll suddenly start letting Sith Lords hit you with lightning, you have no issue letting people far weaker than you live, or complete whatever plan they were trying to accomplish. This may or may not bite you in the ass.

The Fall of the Sith Empire(+600)

No longer do you have no purpose in this world other than what you make. You have one goal, and one goal only, to completely eradicate the Sith Empire and its culture. Not only must you hunt down every Sith Lord in your time period and either kill, or convert them to your cause, but you must also search for and destroy as many Sith artifacts as you can find. The Sith people are also a part of the culture if they exist in your time period, and thus you must also drive them to either extinction, or integrate them into another society, therefore killing their old one. You cannot leave until you've reached the point that finding any sort of education on becoming a Sith, or on their customs and culture, is near impossible.

The Bane of the Republic(+600)

Like the above, you have a new goal, only in the opposite. Your new goal is to completely eradicate the Republic and its values. To do this you must form a Galactic Government opposite, or opposing to the values of the Republic for long enough that those formerly ruled by it come to accept it as better. You must also eradicate the Jedi Order and keep it from reforming during the time it takes you for others to accept your views. While you don't need to hunt down every single piece of their lore, you do need to make sure that the Jedi Masters are all dead and can't pass on their teachings. This means that if the Jedi Library on Ossus exists in your time you must destroy it. You may not leave until you've completed all these goals.

Sith Lords through the Ages(+800)

All around the Galaxy ancient tombs once filled with nothing but the dead find themselves with new life, and the current Sith Lords take their focus away from their war to behold something new. You. Some of the very oldest Sith, and even those who outlive the name Sith have been reborn with all the power of their prime, and their goal is to work together with all that call themselves Sith or align themselves with the Dark Side to end you. Some of these include Xendor, the leader of the first Jedi Schism, Ajunta Pall, the progenitor of the Modern Sith, and Marka Ragnos, the teacher of Naga Sadow and both Exar Kun and Ulic Qel-Droma. Besides them scores of Darksiders have rallied to the cause of ending you with everything in their power. You may run, but it may be a week at least before they locate you again, and to make things worse you may not leave until you've killed them all.

As a gift to you, these Darksiders will never gather in one humongous army until you have killed 80% of them. Instead they will patrol the galaxy in squads in an attempt to kill you.

END

Go Home

While you liked your time here, it’s about time to get back home.

Stay

It seems like you like the world of Star Wars far more than you’d like to admit. You’ll be staying of course.

Move On

Give up on more opportunities, adventures, and worlds far far away? Nope, You’ll be continuing your Jumpchain.

NOTES

- If you wish it, major events will still somewhat follow Canon events unless you completely butterflied them away, Ulic Qel-Droma and Exar Kun will still start their war if you defeated Naga Sadow earlier in the timeline and such. Even events thousands of years later will stay the same.